



## **PROSPECTS FOR THE DEVELOPMENT OF PROFESSIONAL TRAINING OF STUDENTS OF PROFESSIONAL EDUCATIONAL INSTITUTIONS USING ELECTRONIC EDUCATIONAL RESOURCES IN THE ENVIRONMENT OF DIGITAL TRANSFORMATION**

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### **Abstract**

This article discusses the factors affecting the activity of students and teachers, existing problems and prospects in the development of professional training of students of professional educational institutions using electronic educational resources in the environment of digital transformation.

**Keywords:** educational resource, knowledge, skills, competence, professional training, digital literacy, educational platform, individualization of education.

### **Introduction**

The implementation of the program "Digital Uzbekistan - 2030" in the field of education of our country refers to the development of life skills, especially the development of professional training of young people by introducing them to modern technologies, producing personnel who meet the requirements of the global labor market is the main goal of the education system. In the process of adaptation to international standards based on foreign experiences, educational production workshops and practical (laboratory) rooms are equipped with modern furniture, equipment, tools and devices, educational materials, laboratory equipment, computers, interactive whiteboards, tablets and multimedia equipment. provision of internet, video surveillance systems, distance learning equipment, 3D printer, taking measures to update them in time is an integral part of this process.

### **Materials and Methods**

In fact, the construction of educational production workshops (laboratory) rooms, technological parks for teaching special subjects, conducting scientific research and laboratory experiments, providing the level of equipment of facilities with educational resources that meet international standards, students' appropriate important means of development of knowledge, skills and competences in the field of science. The widespread introduction of the electronic library system, which is an integral part of modern education and allows for remote access, students will be able to use the library fund and information bases after completing their studies at a higher education institution. it is possible to continuously improve their professional qualifications. In a word, the development of students' knowledge, skills and abilities in the relevant fields directly depends on the following factors [1]:

- Providing professional educational institutions with modern software products, educational and scientific processes with educational and laboratory equipment, as well as laboratory materials



(reagents, chemical containers, components, biological materials and other objects) in regularly necessary quantities creation of effective mechanisms of provision;

- Timely provision of the growing need for infrastructure objects of libraries, training workshops, laboratories and strengthening of their material and technical base based on the requirements of the times;
- Establishment of innovative libraries, regular enrichment of their book fund with new generation educational literature;
- Continuous provision of professional educational institutions with high-speed internet, expansion of infrastructure opportunities for independent education of students;
- It is important to fulfill the necessary tasks, such as expanding the opportunities for free use of electronic educational resources, electronic catalogs and databases of modern scientific literature for students, teachers and young researchers.
- It is crucial to recognize that students are already interested in using digitized learning resources, and it is important for educational institutions and teachers to integrate some form of digitization into the classroom to make teaching and learning more effective.

There are some of the key benefits of using digitization in the classroom:

### **Digitization Improves Engagement**

If digitized educational resources are used in the lessons, it is expected that the future teachers will be more interested in the subjects being taught to the students. Digital learning resources offer a variety of opportunities to make learning more interesting and engaging, in terms of teaching the same things in new ways. For example, teaching through games, taking students on virtual tours, and using other online learning resources. In addition, technology can encourage more active participation in the learning process that is difficult to achieve through traditional lecture environments.

### **Digitization Improves Knowledge Retention**

Students who are engaged and interested in what they are learning are expected to retain their knowledge better. As mentioned above, technology can help encourage active participation in class, which is a critical factor in increasing retention. Different forms of technology can be used to experiment and decide which is best for students in terms of retention.

### **Digitization Encourages Personal Learning**

Because of different learning styles and different abilities, no one learns in the same way. Digitization offers great opportunities to make learning more effective for everyone with different needs. For example, students can learn at their own pace, review difficult concepts, or skip ahead as needed.



## **Digitization Encourages Cooperation**

Students can practice collaboration skills by participating in a variety of online activities. For example, working on different projects by collaborating with others in forums or sharing documents in a virtual learning environment. Digital learning resources can encourage collaboration with prospective teachers in the same classroom, within the same education system, and even in other audiences around the world.

## **Students can learn useful life skills through digital learning resources.**

By using digital learning resources in the classroom, both teachers and students can develop the skills needed for the 21st century. Students can gain the skills they need to succeed in the future. Modern education is about cooperation with others, solving complex problems, critical thinking, developing different forms of communication and leadership skills, increasing motivation and efficiency. In addition, technology can help develop many practical skills, including creating presentations, learning to distinguish reliable from unreliable sources on the Internet, maintaining proper online etiquette, and writing e-mails. These are very important skills that can be developed in the audience.

## **Benefits for Teachers**

Digitization improves teaching based on digital learning resources with countless online resources. Prospective teachers can use a variety of apps or trusted online resources to enhance traditional teaching methods and engage students more. Virtual lesson plans, assessment software, and online assessments help teachers save a lot of time. This valuable time can be used to work with struggling students. In addition, the presence of a virtual learning environment in schools improves cooperation and knowledge sharing between teachers.

In practice, it is not without reason that the effective use of computer literacy knowledge, pedagogical software tools and multimedia presentations in the teaching process is recognized as the main factor for achieving the intended goal. In this process, that is, in the process of changing the teaching and learning methodology, digital educational resources provided for use include:

## **Online learning Video Integration**

Initially, educational institutions used programs such as Zoom and Google Meet in the process of conducting video conferences for classes. In this process, the institutions participated in the attendance of students and conducting online exams. But now, organizations can integrate their websites with these resources and overnight, through technology advances, recreate a seamless classroom experience digitally.

## **Learning from AR/VR**

Augmented and virtual reality is gaining ground in education. Augmented reality is an immersive environment in the physical world where computerized perceptual knowledge enhances real-world artifacts. Virtual reality, on the other hand, is a simulation of a 3D environment that people can interact



with using VR glasses or headgear. These technologies bring to life such subjects as history, geography, technology, biology.

## **Gemification**

Teachers help kids stay focused on topics with great learning strategies. Gamified education is very common in K12 education and is slowly spreading in the technology education and testing sectors.

## **Intellectual exam portals**

There are also a number of challenges in teaching and assessment in higher education institutions. Often, students struggle to pass unfair exams. To avoid this, institutions should include webcams in online exam portals. This will help you track suspicious activities such as opening tabs, background chat, sharing photos, and more while taking the exam.

## **Educational platforms**

The learning platform as a mental guide for the learner. A learning management system (LMS), which offers a one-way learning roadmap, a learning platform offers autonomy. For example, LMS gives 1,2,3 etc. On the other hand, an educational platform provides content selected according to the pace and preferences of the learners. The learning platform offers the option of a streaming curriculum rather than a pre-defined curriculum. In personalizing education, technology empowers students by taking ownership of how they learn, adapting education to their digital lives, and preparing them for the future. With technology and access to resources outside the classroom walls, students are inspired to become problem solvers, critical thinkers, collaborators, and creators. Teachers always strive to individualize learning for students. Technology helps them achieve new heights with real-time access to learner data, content, apps and more. Technology helps teachers create blended learning environments and use digital tools for formative and summative assessment, bringing new models of learning and teaching into classrooms.

Technology in education and the right devices in the hands of students can help prepare them with the professional and technical skills to be successful in today's and tomorrow's workforce [2]. Therefore, it is necessary to develop integrated educational technologies and apply them at different levels of education: from preschool to higher educational institutions. It is very important that teachers have not only the art of teaching, but also the technology of teaching as the basis of this art [3]. Currently, the effectiveness of using computers in education is low compared to the various equipment provided by modern computers. The reason is that, as a rule, there are very few integrated computer-based technologies. Only computer-aided learning methods and instructions are developed. However, this is not enough due to the variety of side effects. These effects are ignored at the methods and instructions level, but are taken into account at the technology level. Therefore, it is very important to introduce a technological approach to learning, and especially to teaching [4].



## Conclusion

To conclude, we need to test future teachers' ability to properly use and evaluate digital resources, tools and services and apply it to lifelong learning processes, and improve digital literacy by recording the results. From the point of view of future teacher education, to develop literate students with digital skills as a competitive workforce, to prioritize technical skills in the use of digital tools and systems that are generally appropriate for educational settings and to learn from them. lum means to determine how it can be used in certain educational departments.

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